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DOCUMENT-IDENTIFIER: JP 2005100308 A

TITLE: EFFICIENT MULTIWINDOW GUI DRAWING ALGORITHM TO
BE DRIVEN
AT HIGH SPEED EVEN IN SMALL RESOURCE
ENVIRONMENT

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ABSTRACT:

PROBLEM TO BE SOLVED: To quickly and efficiently draw a multiwindow GUI which supports the drawing of a transparent area in a device of which the execution speed is slow, the memory capacity is small and the free area type can not be used.

SOLUTION: A redrawing area is scheduled in each widget only by a quare form, drawing processing is collected to one timing, and after arranging a visible area and the redrawing area so that a drawing function can be efficiently called, the drawing function of each widget is called only by once, so that also a complicated multiwindow GUI having a transparent area can be

efficiently
drawn.

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